

Ravin Patel

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Education

Ryerson University **Bachelors of Honours Science : Computer Science**

Class of 2018

Skills

Languages & Frameworks: Java, C, C++, C#, HTML/CSS, JavaScript, Python, PHP, NodeJS, SQL, jQuery, UNIX, Bash, Swift, Ansible, ProLog

Tools & Platforms: Google Cloud, .NET, MySQL/Oracle, Git, Gitlab, XCode, Terraform, Docker, Microsoft Visual Studio's, Bootstrap, Fittesse

Experience

Software Engineering **Publicis.Sapient**

July 2018 - Present

- Worked with Click and Collect DevOps Teams within Loblaw's Digital
- Developed scripts (Terraform/Ansible/Python/Docker) that are executed during Loblaw's build deployment
- Scripts were tested on Gitlab Pipelines
- The scripts main purpose is to perform CRUD operations and data retrieval of Virtual Machine Instances running on Google Cloud Platform

Software Engineering Intern - Payroll Team in R&D **Ceridian Dayforce**

May 2016 - Sept 2017

- Designed and developed automation to analyze the UI stability and test CRUD operation of Ceridian Dayforce's Payroll Web App using **Java Script, NodeJS, Selenium Web Driver IO**, and **C#**
- Developed the payroll package import automation in **C#** to test the stability of Ceridian Dayforce's AX integration with Microsoft Dynamics 365
- Performed automation validation through Microsoft SQL Server
- Used Fittesse framework to develop and execute scripts to validate hotfix bugs
- Participated in quarterly Client Regression Testing of the Dayforce Payroll Module

Projects

Auto Complete **CPS 616 - Advanced Algorithms**

- Implemented **Trie's in C** to optimize the deduction of possible words
- Automatically predicts the remaining characters in a word based on what has been typed, these words are determined from a small library of 20000 word

Conway's Game Of Life Simulation **CPS 590 - Operating Systems**

- Developed using **multi-threaded C** programing
- A visual 'cellular automaton' simulation

PacMan **Personal Project**

- Predator-Prey behaviour game developed in Object Oriented Java and played by controlling classic character Pac-Man
- Developed all spirits by creating multiple basic shapes provided by the Graphics2D Java library and placing them to design the Pac Man and Ghost spirit
- Used Java and physics to simulate the movements of the Ghosts

CART Gallery **CPS 630 - Web Applications**

- An online store web application developed with **HTML, CSS**, and **Bootstrap**
- All backend data handled with **MySQL** and **PHP**

AES 128 Encryption **CPS713 - Cryptography**

- Generating random keys and initialization vectors to securely encrypt the users message using AES 128
- Utilized Java to develop the encryption and create the GUI

Arduino Stopwatch **Personal Project**

- Embedded and connected all components to an Arduino CPU to achieve a self timing stop watch with the ability to choose various songs as an alarm
- Developed the timer and every chord of each song in Arduino language